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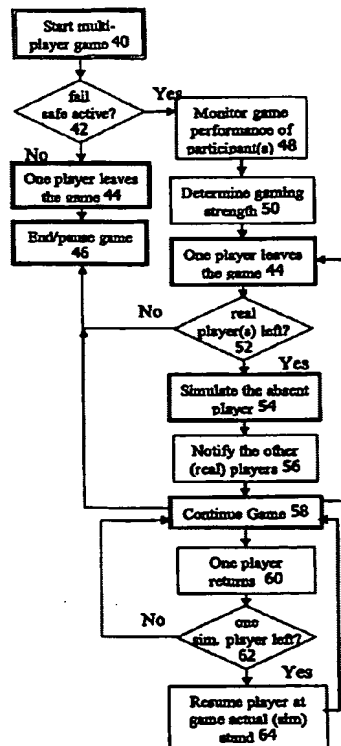
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(54) Title: METHOD AND DEVICE FOR CONTINUING AN ELECTRONIC MULTI-PLAYER GAME, IN CASE OF AN ABSENCE OF A PLAYER OF SAID GAME



(57) **Abstract:** The present invention is related to a method and a device for continuing and simulating an electronic multi-player game, i.e. an electronic game that involves more than one player or participant, if one of said players leaves the game. The invention is for special use in the field of mobile terminal devices, communication networks such as the internet and other mobile networks. The method for continuing a multi-player game in case of an absence of a player participating in said game according to invention comprises running a multi player game application receiving an indication that said player taking part in said multi-player game is absent, and continuing the game by simulating the participation of said player who is actually absent. So it is possible to continue a multi-player game, if one of the game partners intends to pause or to leave the game party. In such cases the at least one remaining game partner can continue the game playing against a game partner that is actually simulated by the gaming device.

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